

INDIANA JONES

in the
LOST KINGDOM™

The ultimate challenge.
Nobody told INDIANA JONES
the rules. And no one
will tell you.

Alert[®] BY MINDSCAPE
Software that challenges the mind.

Commodore 64™ disk



Alert™

INDIANA JONES
in the
LOST KINGDOM™*

by
Michael J. Hanson



MINDSCAPE, INC. 3444 DUNDEE ROAD NORTHBROOK, ILLINOIS 60062 USA
AN SFN COMPANY

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Loading Instructions

You need certain provisions to take part in this quest:

Commodore 64
Disk Drive
Monitor or TV (color recommended)
Joystick

Make sure that your equipment is all connected and plugged in. Plug your joystick into Port 2 on the side of your computer. Turn on the computer, disk drive, and monitor.

Insert the disk in the drive, label side up.

Type **LOAD "INDY",8,1**. Press **RETURN**.

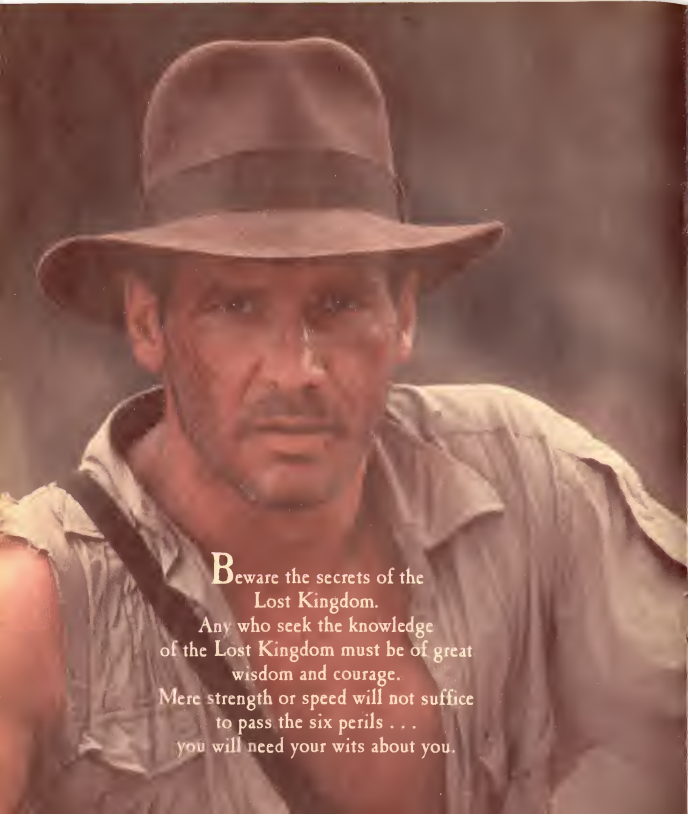
A message says the program is loading. First the **Alert** logo, then a title page will appear. The program will continue to load for several minutes.

Note: Never turn your drive on or off with a disk inside; you may damage the disk.

After the program loads, you see the story of the Lost Kingdom. You can exit this screen quickly, if you desire, by pressing **RETURN**.

At the end of the game a list of the top 20 scores is displayed. If your score falls within the top 20, you are asked to enter your initials. You can reset all the scores to zero by pressing **Z** when this screen is displayed. Return to the game by pressing **RETURN**.





Beware the secrets of the
Lost Kingdom.

Any who seek the knowledge
of the Lost Kingdom must be of great
wisdom and courage.

Mere strength or speed will not suffice
to pass the six perils . . .
you will need your wits about you.

The artifact is just too tempting. Sure, no one has ever returned with it—or without it for that matter—but they didn't have your brains and courage. So, here you are, in the middle of a dense, tangled, mosquito-infested jungle with nothing but your whip and a strange walking stick you picked up.

This treasure is worth any risk. An artifact containing the total history and knowledge of a lost, forgotten civilization! Just think what that could do for your career, for the university museum, and for your bank balance! And just think what it would do to your arch-rival Ivar Reiss if you found the treasure first—that would be the end of *his* career.

Of course, there is the small matter of finding it. The perils en route are sure to be the most fiendishly clever traps and puzzles you've ever faced. You'll need all your skill and daring just to survive. Then there's the ancient curse . . . but what the heck; if it were easy, it wouldn't interest you, Dr. Jones—would it?



So, You Want Excitement

Welcome to *Indiana Jones in the Lost Kingdom*™*, the ultimate computer challenge. If you choose to join this quest you will face puzzles and riddles the like of which you have never seen—because this program lacks some essential information: the rules (cute, eh?).

The program tests your Indiana Jones Quotient. This a semi-scientifically proven measure of resourcefulness and problem-solving ability. To survive the perils of this adventure you must be ready to think quickly and clearly, even in the face of unspeakable danger.

Your objective is to retrieve the artifact while scoring as many points as possible. To do this you must find your way through six rooms—something only a person with an extremely high IJQ will be able to do. Each room is completed by solving its “puzzle.” Each solution is different and, unfortunately, the answers have been lost to the ages. If you unlock the secret, a clue to the location of the screen’s exit will appear. Upon completing all six screens, you find a treasure unequalled in the annals of archaeology . . . and you’re ready to move to the challenge of the next level and/or to try to improve your score.

If you get into trouble, try to think what Indiana Jones would do in the same situation. Keep your head, solve the puzzles, find your way out of one room and into the next until you find the artifact. Prove that your IJQ matches anyone’s, even Indy’s himself!



Name Your Poison

Load the disk, press RETURN when you are ready to exit the story screen. Press RETURN to leave the castle screen. You are confronted with a series of six doors. To enter a room, use your joystick to move Indy to the appropriate door. You can start with any room, but only by finding your way through all six rooms in series can you win the artifact.

Three more doors appear. These represent the levels of difficulty. The least hostile level (which we *strongly* suggest for beginning players) is at the bottom, the most dangerous is at the top. Since the dangers grow progressively greater with each level, your rewards grow to match them. Do not assume that because you know every danger in level one, you will be safe in levels two and three! Select a level by moving Indy to the appropriate doorway.

Note: At this point "Player 1" is displayed before the game begins. You may choose to play a two-player game by pressing F1 when the "Player 1" message appears. You will see the message "Ivar Reiss has joined the game." When playing with two players, the contest is between Indiana Jones and Ivar Reiss. Both men are controlled by the joystick with the players taking turns.



What You See



*Will not appear in a one-player game.

The area at the bottom of the screen is used to display information of interest to the players. Note that your current score and the number of men remaining are displayed.

Keeping Control

You control your man with the joystick. Press the button to make him materialize in the room. Since the hidden rules differ from room to room, movement may not always be consistent. Make no assumptions! An action which works on one screen may not work on another.



One Way Out:

If at any time during the adventure you feel the need to run screaming from the horrors you've encountered, press RETURN. This allows you to start a new game at the level and room of your choice. You select these choices on a text screen which asks:

HOW MANY PLAYERS (1-2)?

Type either one or two. Do not press RETURN.

You are then asked:

WHAT SCREEN TO START ON (1-6)?

Press a number. Again there is no need to press RETURN.

Finally you are asked for your skill level:

WHAT SKILL LEVEL (1-3)?

When you type a number, the adventure will start.

If you make a mistake, press RETURN to restart.

Remember, you must pass through all six rooms in one game to achieve your goal. When you manage to exit from one room you will automatically enter the next. If you survive all six rooms, you will reach one of the world's . . . no, we'll let *you* discover what you'll reach.

Keys to Power

To pause the game at any point, press the **space bar**. Press **F7** to resume play.

Pressing **RETURN** ends the game and returns you to the options screen.

The Rewards

Your score is a direct measure of your success at solving the problems and puzzles of this strange castle. Each room has its own secret, and as such, scoring varies from room to room.

In general, the following scoring rules are constant:

- Points are awarded for completion of each part of the puzzle.
- Points are awarded for disabling creatures, up to a point. After a certain limit, no more points are gained from willful mayhem.
- The majority of points are awarded for completing the screen.
- Bonus points are given for each remaining man when the screen is completed.
- Point awards rise substantially at the higher levels of play.



What Would *INDY* Do in a Spot Like This?

Although the actual solutions to the rooms have been lost for centuries, there are a few things that are known:

It may be necessary to do a specific set of actions in the proper order. You may find that you have to place your man in *exactly* the right spot for something to happen.

Experiment with different actions. The tools and abilities given you may vary from room to room. A large part of your task is to discover what you can do and when you can do it.

Keep your eye on your score; you may gain valuable information.

Keep in mind that you always control your man with the joystick. There is never a case in which the keyboard is needed to solve a puzzle.



HELP!

You have one very special aid with you on this journey. Enclosed with this package is a magic viewer said to have the power to decipher the mysteries of the ages. On the six pages following the prologue are hieroglyphics which may point to the treasures of the Lost Kingdom. If you peer through the viewer at these ancient carvings you may gain enlightenment.

If you come to a point in the challenge where you are completely stuck, you have nowhere to turn, you are beginning to panic, and your friends are starting to worry about your health, never fear. More clues are available for the six rooms. In fact there are more clues for each room; each giving a little more information than the one before it. To get a clue, phone 312-480-5010 (please note: this is *NOT* A TOLL-FREE CALL). The clue hot line is available 24 hours a day to callers with push-button, tone dialing telephones. Callers with rotary dials require the assistance of a Mindscape operator and should call weekdays between 9 a.m. and 4 p.m., central time.

When you call, you will be asked to select the clue you wish to hear by pushing the following buttons on your phone, or by giving the following codes to the operator:

Room One	101, 102, 103, 104
Room Two	201, 202, 203
Room Three	301, 302, 303, 304
Room Four	401, 402, 403
Room Five	501, 502, 503, 504
Room Six	601, 602, 603, 604

